August 17, 2018

Matt Wallin

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School of the Arts
Department of Communication Arts

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Education

	Master's equivalency granted by VCU at time of hire
12/92	Bachelor of Arts, Cinema Emphasis on animation, documentary and experimental filmmaking
8/88 - 12/92	**San Francisco State University**, San Francisco, CA

Special Training

8/92 - 12/92	**Industrial Light & Magic**, San Francisco, CA Student Intern, Art Department

TEACHING

Teaching Overview

5/13 - Present	**Virginia Commonwealth University**, Richmond, VA Associate Professor, Communication Arts
8/14 - 1/15	**Applied Arts Academy**, Online Education Bethany College Online Instructor, Entertainment & Games Portfolio Development
8/07 - 5/13	**Virginia Commonwealth University**, Richmond, VA Assistant Professor (Tenure Track), Communication Arts
2/13 - 8/14	**The Art Department**, Online Education Instructor of an online course in the development of intellectual property.
2009 - 2011	**Ronald A. Williams, Ltd.**, Richmond, VA http://www.rawledu.com/ Mary Daniels, Marketing Administrator Maya training, Virginia area teachers.
8/06 - 8/07	**Virginia Commonwealth University**, Richmond, VA Assistant Professor (Collateral Faculty), Communication Arts

At VCU I have taught a number of required courses from the Communication Arts core curriculum including Senior Portfolio, Senior Project, Web Page Design, Basic Communication Arts Software & Photographic Principles. I have also designed the courses and syllabi for Introduction to Visual Effects, 2D Image & Movement, 3D Image & Movement, Game Design, Theory & Practice, Cut Scene (a filmmaking course), 360 degree video, Advanced Projects in 3D and Organic Modeling for Concept Design.

I have also taught weekend intensive courses in Autodesk Maya for Ronald A. Williams, Ltd. of Richmond, VA to high school teachers serving various communities within the state.

Courses Taught Overview

Courses taught: Advanced Projects for 3D, Organic Modeling for Concept Design, Basic Communication Arts Software, 3D Image & Movement, 2D Image & Movement, Web Design, Game Design: Theory & Practice, Photographic Principles, Introduction to 3D Computer Graphics, 360 Degree Video, Cut Scene (filmmaking), Senior Project, Senior Portfolio, Visual Effects, 3D Printing for Fashion Design.

RESEARCH

Continuing Scholarship and Professional Practice

Cinema & Computer Expertise

Twenty years of experience with 35mm, VistaVision, 65mm, 70mm, 16mm, Super 16mm and IMAX film production, HD and 4K video production and all related post-production pipeline processes.

Expertise with Linux, Windows and Mac OSX compatible computers and software, including Nuke, Maya, Modo, Mudbox, ZBrush, RenderMan, MentalRay, Python, Java, C++, MEL, Unity 3D, Oculus Rift, the Vicon Motion Capture system, Blade, Boujou, AVID, Final Cut Pro, Motion, AfterEffects and Photoshop.

I have helped develop and implement various production and post-production pipelines for both Hollywood and independent films. I have worked professionally in visual effects and animation since 1992 and am a full and active member of the VES (Visual Effects Society), ACM (Association for Computing Machinery) & SIGGRAPH (Special Interest Group on Computer Graphics and Interactive Techniques).

At VCUarts, I worked closely with the VCUarts technology group and the Dean's office to get the bid and acquire the Vicon Motion Capture system in the Depot Building. I incorporated the Vicon Motion Capture module into both 3D Image and Movement as well as Game Design. I assisted in the development of an online version of Basic Comm Arts Software. I have incorporated the Oculus VR headset into Game Design as an exploratory control system. I developed and co-taught 3D Printing for Fashion Design with Donna Reamy as an ARTS course. In 2015, I incorporated the Structure Sensor and 123D Catch into the 3D Image and Movement and 3D printing classes for real-time 3D scanning and acquisition. In 2016, John Henry Blatter and I developed and taught an experimental course, Beyond the Rectancle, a 360 degree video class where final student work was projected on The Dome (a Digitstar 5 dome projection facility) at the Virginia Science Museum.

Professional Work

9/08 - Present
Bitbot, LLC, Richmond, VA
Founder of digital image processing, visual effects and motion picture company. Clients include, Activision, CFA Institute, Keith Edmier, V. Scott Balcerek, Virginia Film Festival and Brainstorm Digital.

8/10 - 9/10

Studio G, Los Angeles, CA
Worked freelance remotely from Bitbot as Senior Technical Director and Compositor on cinematic sequences for Activision's "Call of Duty: Black Ops". Responsible for all lighting, rendering and compositing inserting a 3D generated game character into historical footage of President John F. Kennedy at Love Field, TX.

5/08 - 8/08
MPC (Moving Picture Company), Vancouver, BC
Worked full-time in Vancouver, BC on project contract as Senior Digital Compositor on "The Watchmen" at MPC facilities in Vancouver, BC.

8/07 - 11/07
Sony Pictures Imageworks, Culver City, CA
Worked as Senior Technical Director on "I Am Legend" and as Stereoscopic 3D Technical Director on "Beowulf". Left VCU for a semester to work in Culver City, CA at Sony Pictures Imageworks on both "I Am Legend" and "Beowulf 3D". Work involved supervising other technical directors and matching shots over sequences.

9/05 - 12/05
Weta Digital Ltd., Wellington, New Zealand
Worked as Digital Artist/Compositor for "King Kong". Moved to Wellington, New Zealand to work full-time as a Digital Compositor on Peter Jackson's 2005 remake of "King Kong".

6/01 - 7/07
Mantron Corporation, New York, New York
Founded Mantron Corporation with two partners to produce visual effects, design and computer graphics for multiple clients. Mantron clients included TNT, Matthew Barney, Bjork, Keith Edmier, Texas Instruments, Madonna, Steven Klein. At its peak, Mantron employed 16 full-time employees. The partners amicably dissolved Mantron Corporation to pursue other interests in 2007.

1/97 - 7/07
Glacier Field, LLC., New York, New York
Worked with artist Matthew Barney as Visual Effects Supervisor on his films, "Cremaster 5" , "Cremaster 2", "Cremaster 3", "De Lama Lamina" & "Drawing Restraint 9". As Visual Effects Supervisor I was responsible for all on set and facility design, execution and delivery of all visual effects. On set supervision took place in Budapest, New York, Los Angeles, Utah, Northern Ireland, Scotland & Japan.

3/04 - 8/04
ESC Entertainment, Alameda, CA
Worked for ESC Entertainment as a digital artist on "Constantine" doing lighting, fx and compositing. Worked on site at ESC Entertainment in Alameda, CA full-time.

4/03 - 3/04
Tippett Studio, Berkeley, CA
Worked full-time for Tippett Studio as a digital artist on "Matrix: Revolutions" and "Hellboy". Responsible for lighting and compositing.

7/02 - 4/03
ESC Entertainment, Alameda, CA
Worked full-time on-site for ESC Entertainment as a digital artist on the Wachowski's film "Matrix: Reloaded".

5/93 - 9/99
Industrial Light and Magic, San Francisco, CA

Worked full-time for ILM doing 2D compositing, animation, plate restoration, painting, rig-removal, color-timing, and creating articulated mattes. Composited feature film effects shots utilizing UNIX, Shell Scripting and proprietary software.

Film Credits

2010 - Present	Director/Producer - Matt Wallin's **I Die Daily: Matthew Barney's Cremaster Cycle** http://www.mattwallin.com/i-die-daily/ The feature length documentary is a long form project shot over many years. Modeled on *Hearts of Darkness: A Filmmaker's Apocalypse*, the target release for the film is the twentieth anniversary of the Guggenheim premiere, 2022. (International)
March 2014 - April 2018	Additional Cinematography - V. Scott Balcerek's **Satan & Adam** Shot multiple sequences in documentary film over the course of several years. https://www.facebook.com/satanandadamfilm/ (International, Group) Official Selection 2018 Tribeca Film Festival Official Selection 2018 Nashville Film Festival Winner Music City Grand Jury Prize Official Selection 2018 Mountainfilm Festival Official Selection 2018 Galway Film Fleadh Official Selection 2018 San Francisco Jewish Film Festival Official Selection 2018 Aegean Film Festival Official Selection 2018 Calgary International Film Festival
January 2014 - June 2014	Designer/Animator/Technical Director CFA Institute Designed, animated and rendered 2D animated shorts for company intranet distribution. (National) http://www.cfainstitute.org/
September 2010	Designer/Animator/Technical Director Virginia Film Festival Designed, animated and rendered the 3D animated bumper logo for the 2010 Virginia Film Festival. (National, Group) http://www.virginiafilmfestival.org/
August 2010	Technical Director / Compositor Filament Productions **Nashville Rising** Digital paint, composite and artifact removal from video material of singer in concert for Filament Productions, Charlottesville, VA. (National, Group) http://www.filamentprod.com/
August 2010	Technical Director / Compositor - Activision's **Call of Duty: Black Ops** Video game cinematic of game character inserted into historical footage. Video game. http://www.callofduty.com/ (International, Group)
Dec 4-6, 2009	Director of Photography **Terra Mobilis: Fire and Ice Colloquium** Joukowsky Institute for Archaeology and the Ancient World. Brown University, Rhode Island Video Documentation of Basalt Lava Pour by Keith Edmier for the Colloquium at RISD (Rhode Island School of Design) (National, Group)

2009	Compositing Supervisor, MPC, Vancouver – Zack Snyder's **Watchmen** (International, Group)
2007	Visual Effects Supervisor, Corda, LLC - Matthew Barney's **De Lama Lamina** (International, Group)
2007	Senior Technical Director, Sony Imageworks - Francis Lawrence **I Am Legend** (International, Group)
2007	Technical Director, Sony Imageworks – Robert Zemeckis' **Beowulf** (International, Group)
2006	Technical Director, Brainstorm Digital – Barry Levinson's **Man of the Year** (International, Group)
2005	Technical Director/Compositor, Weta Digital – Peter Jackson's **King Kong** Academy Award: Best Visual Effects 2005 (International, Group)
2005	Visual Effects Supervisor, Restraint, LLC - Matthew Barney's **Drawing Restraint 9** (International, Group)
2005	Digital Compositor, (ESC) Entertainment - Francis Lawrence **Constantine** (International, Group)
2004	Digital Compositor, Tippett Studio - Guillermo del Toro **Hellboy** (International, Group)
2003	Technical Director, Visual Effects Supervisor & Producer, Mantron - Matthew Barney's **The Order** (International, Group)
2003	Digital Compositor, Tippett Studio - Wachoski Brothers **The Matrix: Revolutions** (International, Group)
2003	Digital Compositor, (ESC) Entertainment - Wachoski Brothers **The Matrix: Reloaded** (International, Group)
2003	Visual Effects Supervisor, Mantron - Steven Klein's **Madonna: Xstatic Process** (International, Group)
2002	Visual Effects Supervisor, Glacier Field, LLC - Matthew Barney's **Cremaster 3** - Premiered at Solomon R. Guggenheim Museum, 2002 (International, Group)
1999	Visual Effects Supervisor, Glacier Field, LLC - Matthew Barney's **Cremaster 2** (International, Group)
1999	Digital Compositor, ILM - Steve Sommers **The Mummy** (International, Group)
1998	Digital Compositor, ILM - George Lucas **Star Wars Episode 1: The Phantom Menace** (International, Group)
1998	Digital Compositor, ILM - Joe Dante **Small Soldiers** (International, Group)

1998	Digital Compositor, ILM - Woody Allen **Celebrity** (International, Group)
1998	Digital Compositor, ILM - Shoah Foundation **The Last Days** (a digital restoration project) Academy Award: Best Documentary Feature 1998 (International, Group)
1998	2D Paint/Roto, ILM - Steve Sommers **Deep Rising** (International, Group)
1997	Visual Effects Supervisor, Glacier Field, LLC - Matthew Barney's **Cremaster 5** (International, Group)
1997	Digital Compositor, ILM – Steven Speilberg's **The Lost Word: Jurassic Park 2** (International, Group)
1997	Digital Compositor, ILM - Jan DeBont **Speed 2** (International, Group)
1997	Digital Compositor, ILM - George Lucas **Star Wars: Special Edition** (International, Group)
1996	Digital Compositor, ILM - Disney's **101 Dalmatians** (International, Group)
1996	2D Paint/Roto, ILM - Jan DeBont **Twister** (International, Group)
1996	Computer Graphics Resource Assistant, ILM - Rob Reiner **The American President** (International, Group)
1993	Additional Cinematography, "**Spoon Bender**," Mood School, Brain Pan Records. Music video (Regional, Group)

Exhibitions

June 28th – August 4, 2017	**SomeBodies** (Summer group exhibition) Petzel Gallery 456 W. 18th Street, New York NY Assisted in the 3D design and fabrication of "Medea" for the sculptor Keith Edmier. (National, Group)
April 15th – April 26, 2016	**The Transit of Venus (Melanie)** Tribeca Film Festival, Festival Artist Awards Created and composited 3D digital bird into digital C-Print of the actress Melanie Griffith for artist Keith Edmier. Project was used as a festival award for: Best New Narrative Director. (National, Group)
May 9th – June 20, 2015	**Keith Edmier – Regeneratrix** Petzel Gallery 456 W. 18th Street, New York NY Assisted in the 3D design and fabrication of selected works for the sculptor Keith Edmier. (National)
July 18th - August 30, 2008	**I Die Daily - Work in Progress** 911 Media Arts Center, Seattle, Washington

Works in progress on display as single channel video installation. (International)

Oct. 20, 2007 – Feb. 3, 2008	**Keith Edmier: 1991-2007** CCS Bard Galleries, Annandale-on-Hudson, NY Assisted in the creation of numerous works. Artist career retrospective. (International, Group)
September 16 - 20, 2007	**Documentaries Works - In - Progress** 29th Annual IFP Market, New York 20 minute edit of **"I Die Daily"** presented theatrically on Digital Betacam. (International)
June 2nd – August 25, 2005	**Matthew Barney – Drawing Restraint 9** 21st Century Museum of Contemporary Art, Kanazawa, Japan Created special visual effects, animation and 3D printed sculptural elements for exhibition of works connected to the film series of the same name. (International, Group)
Nov. 11, 2004 – Jan 15, 2005	**Keith Edmier – New Sculpture** Fredrich Petzel Gallery 537 W. 22nd Street, New York, NY Assisted in the 3D design and fabrication of selected works for the sculptor Keith Edmier. (International, Group)
March 27 - May 3, 2003	**X-STaTIC PRO=Cess: Madonna & Steven Klein** Madonna & Steven Klein. Steven Klein Gallery, Boy Toy Inc. 2003 - Special Visual Effects and Animation credit for both book and Deitch Projects, NY. (International, Group)
February 21 – June 11, 2003	**Matthew Barney – The Cremaster Cycle** Solomon R. Guggenheim Museum, New York, NY Created special visual effects, animation and 3D printed sculptural elements for exhibition of works connected to the film series of the same name. (International, Group)
July 1993	Co-Director, **Frankenstein**, presented at Ausstellung und internationals Symposium 25. Jini bis 31. July 1993. Ingolstadt, Germany (International, Group)

Publications and Presentations

2018

VFX Show, Episode 236
July 16, 2018
Jurassic World: Fallen Kingdom
Producer, editor, co-host
(International)

VFX Show, Episode 235
June 24, 2018
Westworld Series 2 Special
Producer, editor, co-host
(International)

VFX Show, Episode 234
June 20, 2018
Solo: A Star Wars Story
Producer, editor, co-host
(International)

Wallin, Matt & Meganck, Robert "Mapping Color: An Interactive Tool to Explain and Analyze Color Space". <u>Munsell Centennial Color Symposium</u>, Boston, MA. June 10-15, 2018. Paper presentation. (International, Group)

<u>VFX Show, Episode 233</u>
June 12, 2018
Deadpool 2
Producer, editor, co-host
(International)

<u>VFX Show, Episode 232</u>
May 24, 2018
Avengers: Infinity War
Producer, editor, co-host
(International)

<u>VFX Show, Episode 231</u>
April 4, 2018
Ready Player One
Producer, editor, co-host
(International)

<u>VFX Show, Episode 230</u>
March 6, 2018
Black Panther
Producer, editor, co-host
(International)

2017

<u>VFX Show, Episode 229</u>
December 22, 2017
Star Wars: The Last Jedi
Producer, editor, co-host. (International)

<u>VFX Show, Episode 228</u>
December 10, 2017
Thor: Ragnarok
Producer, editor, co-host. (International)

<u>VFX Show, Episode 227</u>
October 26, 2017
Mother!
Producer, editor, host. (International)

<u>VFX Show, Episode 226</u>
October 17, 2017
Blade Runner 2049
Producer, editor, co-host. (International)

VFX Show, Episode 225
October 3, 2017
Star Trek Discovery
Producer, editor, co-host. (International)

VFX Show, Episode 224
September 26, 2017
Close Encounters of the Third Kind
Producer, editor, co-host. (International)

VFX Show, Episode 223
September 20, 2017
It
Producer, editor, host. (International)

VFX Show, Episode 222
September 13, 2017
Game of Thrones (series & season finale)
Producer, editor, co-host. (International)

VFX Show, Episode 221
June 22, 2017
Wonder Woman
Producer, editor, co-host. (International)

VFX Show, Episode 220
June 12, 2017
Alien Covenant
Producer, editor, co-host. (International)

VFX Show, Episode 219
June 1, 2017
Guardians of the Galaxy, Vol. 2.
Producer, editor, co-host. (International)

VFX Show, Episode 218
March 28, 2017
Kong: Skull Island
Producer, editor, co-host. (International)

VFX Show, Episode 217
March 9, 2017
Logan
Producer, editor, co-host. (International)

VFX Show, Episode 216
February 25, 2017
VFX Oscar race 2017
Producer, editor, co-host. (International)

VFX Show, Episode 215
January 30, 2017
A Monster Calls
Producer, editor, co-host. (International)

2016

VFX Show, Episode 214
December 23, 2016
Star Wars: Rogue One
Producer, editor, co-host. (International)

VFX Show, Episode 213
December 12, 2016
HBO's Westworld (bonus episode - season finale)
Producer, editor, co-host. (International)

VFX Show, Episode 212
November 29, 2016
Arrival
Producer, editor, co-host. (International)

VFX Show, Episode 211
November 16, 2016
Doctor Strange
Producer, editor, co-host. (International)

VFX Show, Episode 210
October 24, 2016
HBO's Westworld
Producer, editor, co-host. (International)

VFX Show, Episode 209
August 10, 2015
Star Trek Beyond
Producer, editor, co-host. (International)

VFX Show, Episode 208
May 26, 2016
Captain America: Civil War
Producer, editor, co-host. (International)

VFX Show, Episode 207
May 15, 2016
Batman v Superman
Producer, editor, co-host. (International)

VFX Show, Episode 206
February 28, 2016
Deadpool
Producer, editor, co-host. (International)

2015

VFX Show, Episode 205
December 22, 2015
Star Wars: The Force Awakens
Producer, editor, co-host. (International)

VFX Show, Episode 204

November 19, 2015
Spectre
Co-host. International

VFX Show, Episode 202
September 1, 2015
Mission: Impossible - Rogue Nation
Co-host. (International)

Current Geek, Episode 61
July 25, 2015
Podcast variety show guest. Discussion of popular culture movies,
television, games, etc. (International)

VFX Show, Episode 200
July 14, 2015
The Digital Character - Terminator: Genysis
Co-host. (International)

Moss, Laura. What's Blue to You Isn't Blue to Me. Mother Nature
Network, May 12, 2015. (International)

Baldwin, Brent. Hues & Cries: VCU Team Aims to Solve Color Debates.
Style Weekly, Pg. 10 April 15, 2015. (Regional)

Patel, Neel V. 3D Map Shows The Colors You See But Can't Name.
Wired Magazine, April 9, 2015. (International)

Ugincius, Leila. From Here to Infinity: 3D Map Plots Every Color Farther
Than the Eye Can See, PHYS.ORG, March 30, 2015. (International)

VFX Show, Episode 197
May 20, 2015
Avengers: Age of Ultron
Co-host. (International)

VFX Show, Episode 195
March 10, 2015
Kingsman: The Secret Service
Co-host. (International)

Wallin, Matt & Meganck, Robert "Pursuing Perception; Interdisciplinary
Approaches to Teaching Color Theory in the 21st Century". CAA
International Conference, New York , NY. February 13, 2015. (National)

VFX Show, Episode 194
January 26, 2015
Predicting the VFX Oscar winner
Co-host. (International)

Edmier, Keith. Regeneratrix. Petzel & Edmier, 2015.
(International)

VCU Arts Design & Research Annual Report 2014-2015 page
16. (Local)

2014

Wallin, Matt & Meganck, Robert. "Mapping Color" Paper Presentation. 2014 a2ru National Conference. Iowa State University, Ames, Iowa. November 5-8, 2014. **(**National)

Wallin, Matt. "Mapping Color: Understanding, Analyzing and Manipulating Color in 3D" Paper Presentation in Themed Session. 5th International Conference on the Image. Frele Universitat Berlin, Berlin, Germany. October 2014. (International)

VFX Show, Episode 190
October 9, 2014
Bungie's – Destiny
Co-host. (International)

Wallin, Matt & Meganck, Robert. "Mapping Color" i6 Challege, US Patent Office, Alexandria, VA. Presentation. September 2014. (National)

VFX Show, Episode 188
August 27, 2014
Guardians of the Galaxy
Co-host. (International)

"Mapping Color", Peggy Roalf. DART Design Arts Daily, August 22, 2014
 https://www.ai-ap.com/publications/article/11201/mapping-color.html
(National)

Filmspotting, Episode 501
August 15, 2014
WBEZ Chicago's on-air program Filmspotting. Appeared as guest of host Adam Kempenaar as an expert in visual effects to give opinion on the top 5 pre-CGI film sequences. (International)

VFX Show, Episode 186
June 23, 2014
Dawn of the Planet of the Apes
Co-host. (International)

VFX Show, Episode 185
June 23, 2014
Edge of Tomorrow
Co-host. (International)

VFX Show, Episode 183
May 23, 2014
Godzilla
Co-host. (International)

VFX Show, Episode 182
May 7, 2014
Captain America: The Winter Soldier
Co-host. (International)

VFX Show, Episode 181

April 15, 2014
Noah
Co-host. (International)

2013

<u>VFX Show, Episode 177</u>
December 20, 2013
The Hobbit: The Desolation of Smaug
Co-host. (International)

<u>VFX Show, Episode 176</u>
December 8, 2013
The Hunger Games: Catching Fire
Co-host. (International)

<u>VFX Show, Episode 175</u>
November 19, 2013
Thor: The Dark World
Co-host. (International)

<u>VFX Show, Episode 174</u>
October 17, 2013
Gravity
Co-host. (International)

<u>VFX Show, Episode 173</u>
October 9, 2013
Rush
Co-host. (International)

<u>VFX Show, Episode 171</u>
August 22, 2013
Elysium
Co-host. (International)

<u>VFX Show, Episode 171</u>
August 2, 2013
Pacific Rim
Co-host. (International)

<u>VFX Show, Episode 170</u>
June 25, 2013
Man of Steel
Co-host. (International)

<u>VFX Show, Episode 168</u>
May 17, 2013
Iron Man 3
Co-host. (International)

<u>VFX Show, Episode 167</u>
May 3, 2013
Oblivion
Co-host. (International)

VFX Show, Episode 164
March 8, 2013
Game of Thrones
Co-host. (International)

Wallin, Matt & Meganck, Robert. "Mapping Color" TEDx RVA, The Power
Plant, Richmond, Virginia. Public lecture streamed live via
http://tedxrva.com/   February 2013. (Local)

VFX Show, Episode 162
January 30, 2013
Oscars Preview Show
Co-host. (International)

VFX Show, Episode 161
January 11, 2013
Life of Pi
Co-host. (International)

2012

VFX Show, Episode 159
December 16, 2012
Flight & Cast Away
Co-host. (International)

VFX Show, Episode 156
September 20, 2012
King Kong
Co-host. (International)

VFX Show, Episode 155
September 6, 2012
Falling Skies
Co-host. (International)

VFX Show, Episode 154
August 24, 2012
The Bourne Legacy
Co-host. (International)

VFX Show, Episode 153
August 16, 2012
Total Recall
Co-host. (International)

VFX Show, Episode 150
June 28, 2012
Snow White and the Huntsman
Co-host. (International)

VFX Show, Episode 149

June 14, 2012
Prometheus
Co-host. (International)

VFX Show, Episode 147
May 10, 2012
The Avengers
Co-host. (International)

VFX Show, Episode 146
May 1, 2012
Alien & Aliens
Co-host. (International)

VFX Show, Episode 144
March 19, 2012
John Carter
Co-host. (International)

2011

VFX Show, Episode 139
December 13, 2011
Tree of Life & Melancholia
Co-host. (International)

VFX Show, Episode 136
November 10, 2011
In Time & Gattaca
Co-host. (International)

VFX Show, Episode 135
October 27, 2011
The Thing
Co-host. (International)

VFX Show, Episode 131
September 2, 2011
Captain America: The First Avenger
Co-host. (International)

VFX Show, Episode 130
August 22, 2011
Rise of the Planet of the Apes
Co-host. (International)

VFX Show, Episode 129
August 12, 2011
Cowboys & Aliens
LIVE from Siggraph 2011: Vancouver
Co-host. (International)

VFX Show, Episode 127
July 23, 2011
Transformers 3: Dark Side of the Moon
Co-host. (International)

VFX Show, Episode 126
July 8, 2011
Super 8
Co-host. (International)

VFX Show, Episode 124
June 18, 2011
X-Men: First Class
Co-host. (International)

VFX Show, Episode 123
May 30, 2011
Thor
Co-host. (International)

VFX Show, Episode 121
May 13, 2011
AI: Artificial Intelligence
Co-host. (International)

"Rethinking the Silver Screen: Science, Film and, Art after Avatar", Jorge Benitez and Matt Wallin. *The International Journal of Science in Society*, Volume 2 2011. (International)

VFX Show, Episode 117
February 11, 2011
Black Swan
Co-host. (International)

2010

VFX Show, Episode 114
December 24, 2010
Tron: Legacy
Co-host. (International)

VFX Show, Episode 113
December 18, 2010
Monsters
Co-host. (International)

VFX Show, Episode 112
December 1, 2010
Harry Potter and the Deathly Hallows, Part 1
Co-host. (International)

VFX Show, Episode 111
November 2, 2010
Terminator 2
Co-host. (International)

VFX Show, Episode 109
October 1, 2010
Apollo 13
Co-host. (International)

VFX Show, Episode 108
September 8, 2010
Scott Pilgrim vs The World
Co-host. (International)

VFX Show, Episode 106
August 4, 2010
Inception
Co-host. (International)

VFX Show, Episode 103
June 28, 2010
Toy Story 3
Co-host. (International)

VCU Professor is a Silver Screen FX Wiz, Phil Karstetter & David Preut
VCU Insight, March 23, 2010 Online article & video
(Local)

VCU Professor a Virtuoso of Cinematic Effects, Tom Gresham
VCU Communications and Public Relations, February 4, 2010
(Local)

2009

Dream Weaver, Richard Ernsberger, Jr.
Virginia Living Magazine, June 2009 pgs. 46-47
http://www.virginialiving.com/articles/dream-weaver/index.html
(Regional)

2008

"I Die Daily": Dissecting An Artist's Singular Mind, Shelia Farr
The Seattle Times, Friday, August 1, 2008. The Arts Section
(National)

Cremaster Rising, Adrian MacDonald
On Screen Magazine, Vol. 18, No. 2 Spring/Summer 2008
pgs. 36 - 38
(National)

Keith Edmier 1991 - 2007 Booth-Clibborn Editions; Limited, of 2000
signed by artist, 1st edition (February 1, 2008) Special Thanks.
(International, Group)

2006

Drawing Restraint Vol. II, Matthew Barney.
Uplink, 2006 pg. 156, 159. (International, Group)

King Kong, Joe Fordham
Cinefex, No. 104, January 2006 pg. 53
(International)

2005

Drawing Restraint 9 Review, Leslie Felperin
Variety, Tuesday, September 13, 2005
(International)

Mantron VFX Artists Talk "Drawing Restraint 9", Mike Seymour
VFX Blog, August 1, 2005.
(International)

Matthew Barney's Crazy Fantasy
Studio Voice, August 2005, pg. 52
(International)

Matthew Barney & Bjork: Transformation of Love
Switch, August 2005 Vol.23 No.8, pg. 64
(International)

2004

Film Clips
Cinefex Weekly Update, Issue 47, December 7, 2004
(International)

2003

Cremaster of HIs Domain, Todd Wagner
Wired Magazine, May 2003, pg. 65
http://www.wired.com/wired/archive/11.05/play.html?pg=2
(International)

The Crysler Building's Strange Staring Role in Cremaster 3, Christina
Rogers. *Architectural Record*, July 2003, pg. 65-66
(International)

X-STaTIC PRO=Cess: Madonna & Steven Klein Madonna & Steven
Klein. Steven Klein Gallery, Boy Toy Inc. 2003 (Special Visual Effects
and Animation credit for both book and Deitch Projects, NY exhibition
3/27/03 - 5/3/03) (National)

Cremaster 3, Matthew Barney
Hatje Cantz Publishers; illustrated edition edition (January 2003)
pg. 197 (International)

2002

Cremaster 3 Review, Scott Fundas
Variety, Wednesday, May 15, 2002
(International)

Keith Edmier and Farrah Fawcett: Recasting Pygmallian, Lynn
Zelevansky. Rizzoli Books, 2002 pp. 108 (multiple photo credits)
(International)

The Order, Matthew Barney

Guggenheim Museum Publications, First Edition, 2002 pg. 30 (International)

Matthew Barney: The Cremaster Cycle, Nancy Spector. Guggenheim Museum Publications, First Edition, 2002 pg. 501-502 (International)

1999

Cremaster 2, Matthew Barney
Walker Art Center (October 1999), 1st Edition, pg. 110 (International)

Phantom Visions, Mark Cotta Vaz
Cinefex, No. 78, July 1999 pg. 71 (International)

1997

Cremaster 5, Matthew Barney
Distributed Art Pub Inc (Dap); 1st edition (July 1997) pg. 99 (International)

The Art of Star Wars: Episode V, The Empire Strikes Back,
Deborah Call. Del Rey Books and Ballantine Books, First Revised Edition, 1997   pg. 192   (International)

How Do They Do That?: The Incredible Work of ILM
International Photographer: Film and Video Techniques Magazine, February 1997, pg. 45 (International)

1996

Industrial Light & Magic: Into the Digital Realm, Mark Cotta Vaz & Rose Duignan. Del Rey Books and Ballantine Books, First Ed. 1996 pg. 322 (International)

Awards & Grants

2015 – 2018

Jaime Moore, PhD, Cynthia Donnell, Matt Wallin, Effects of Postural Changes on Voice Production, MEDARVA Foundation, $5000

Karen Kopryanski, Jamie Moore, PhD, Cynthia Donnell, Matt Wallin, Relationship of Alignment to Vocal Production in Theater Majors, VCUarts Exploratory Research Grant, $2500

2014

Virginia Innovation Partnership i6 Challenge
U.S. Department of Commerce's Economic Development Administration (EDA)
$40,000 for "3D VCH Color Model"
co-award with Professor Robert Meganck, Communication Arts

2011 – 2012

Mapping Color. A School of the Arts Sponsored Research Grant: $10,000, Spring 2012. With this funding we travelled to numerous

conferences, presented the concept and furthered our research into color quantification in image analysis.

Presidential Research Initiative Program
President Michael Rao, VCU
$30,000 for "Dimensional Color"
co-award with Professor Robert Meganck, Communication Arts
Peter Martin, Physics.

2009 - 2010

Dean's Faculty Research Grant
$7000 for "I Die Daily: The Making of Matthew Barney's Cremaster Cycle"

SERVICE

Service to VCU

2018

Faculty mentor, Jill Ware and John Henry Blatter's "Embodied Empathy" project. Recipient of the 2018-2019 VCU Presidential Research Quest Fund grant (PReQ). $50,000. As mentor I meet with the PI's every six months over the 18 month grant period.

Wallin, Matt. "Mapping Color: An Interactive Software" Virginia Commonwealth University. School of Dentistry. Richmond, VA. Presentation and discussion. May 15, 2018.

Wallin, Matt. "Mapping Color: An Interactive Software" Virginia Commonwealth University. College of Engineering. Richmond, VA. Demonstration and summary presentation. May 8, 2018.

Peer Review Committee / TyRuben Ellingson / Communication Arts / Sterling Hundley - Chair

Peer Review Committee / Sarah Faris / Communication Arts / Chair

Peer Review Committee / Heath Matysek-Snyder / Craft and Material Studies / Jack Wax - Chair

School of the Arts Promotion and Tenure Committee, Communication Arts representative, Secretary.

2010 - Present

VCU Student Siggraph Chapter
Faculty Advisor

2017

School of the Arts Promotion and Tenure Committee, Communication Arts representative, Secretary.

Peer Review Committee / Matt Woolman / Graphic Design / Chair

2016

School of the Arts Promotion and Tenure Committee, Communication Arts representative, Secretary.

Peer Review Committee / Sterling Hundley / Communication Arts / Chair

RVA Game Jam co-sponsor/organizer

2015

School of the Arts Promotion and Tenure Committee, Communication Arts representative

Peer Review Committee / Dr. Ryan Patton / Art Education

Peer Review Committee / Ying-Fang Shen / Communication Arts / Chair

ALT Fest: Academic Learning Transformational Festival
Participated in VCU ALT Fest by hosting a table in the Active Makerspace demoing the Oculus Rift and Faceshift markerless facial motion capture on May 13, 2015.

Seeing Color: Art, Vision & The Brain, Conference presentation, Duke University April 13, 2015

RVA Game Jam co-sponsor/organizer
Moderator - Button Masher forum – Student Commons Theater, January 22nd, 2015.

2014

Presenter – Animant: Animation Forum discussion on the moving image – Student Commons Theater, November 13, 2014

July, 2014. Attended the Yale National Initiative, Yale University (YNI with a group of VCU faculty and Richmond Public Schools faculty. I was invited to attend to assist in the formation of the Richmond, VA chapter of the YNI dedicated to ongoing, quality professional development of K-12 public educators in urban communities.

Dean's Faculty Task Force #2 "The Big Question" / VCUarts / Paul Thulin & Kim Guthrie, Co-chairs

Faculty Mentor, Ying-Fang Shen

2013

Wallin, Matt. "Make Your Mark." Drexel University: Westphal College of Media Arts and Design. URBN Center, Philadephia, Pennsylvania. Public lecture. April 2013.

Search Committee / Communication Arts / Jorge Benitez, Chair

2012

Wallin, Matt. "The New Illusionism - From Cave Paintings to the End of the Two Dimensional: Silicon, Sensors, Meta-Data and the Image in the Information Age." Virginia Commonwealth University. Student Commons, Richmond, Virginia. Public lecture. March 2012

2011

University Council
School of the Arts Faculty Advisory Committee

Wallin, Matt. **"**The End of the Two Dimensional: Silicon, Sensors, Meta-data and the Image in the Information Age." Paper presentation. The International Conference on The Image. San Sebastian, Spain. September 2011.

Leejin Kim Dissertation Committee
MATX Program, VCU
Professor Gaberson, Director

2010 - 2011

Faculty Senate
School of the Arts Faculty Advisory Committee / Secretary

VFH Virginia Foundation for the Humanities
With Good Reason (Virginia's only statewide Public Radio Program)
http://withgoodreasonradio.org/2010/11/seeing-the-bigger-picture-2/
November 27, 2010
Public radio interview and discussion of VFX, filmmaking, technology and robotics.

Wallin, Matt & Benitez, Jorge. "Rethinking the Silver Screen: Science Film and, Art After *Avatar*." Paper presentation. Science in Society Conference. Madrid, Spain. 2010

2009 - 2010

Faculty Senate
School of the Arts Faculty Advisory Committee / Chair

Wallin, Matt. "Connect." Virginia Commonwealth University. Student Commons, Richmond, Virginia. Public lecture. April 20, 2010

Wallin, Matt. "Making It Happen." Virginia Commonwealth University Student SIGGRAPH Organization**.** Virginia Commonwealth University, School of the Arts, Richmond, Virginia. Public lecture. 2010

2008 - 2009

Faculty Senate
School of the Arts Faculty Advisory Committee

2007 - 2008

Wallin, Matt. "Art and Commerce Are Not Mutually Exclusive." The Importance of Understanding the Market
SECAC Conference
Charleston, West Virginia, 2007

Search Committee / Communication Arts / Robert Meganck, Chair

Service to the Community

2017

Green, Lucy. "Objects of Color: Schism of Emitted Light and Reflected Light". Northwestern University. MFA Candidate Thesis Reader. April, 2017

2011

Wallin, Matt. "Cinema in the 21st Century." University of Southern California School of Cinematic Arts, Los Angeles, CA. March 29, 2011

2010

Visiting Artist: Art Institute of Pittsburgh, Pittsburgh, PA
Visiting artist and lecturer at the Art Institute of Pittsburgh
October 26, 2010

2009

Wallin, Matt. "Digital Image Capture and Manipulation." School of Visual Arts, New York, NY, 2009.

2008

Wallin, Matt. "Feature Film Visual Effects and Animation." Rochester Institute of Technology, School of Film and Animation, Rochester, NY, 2008.

2003

Wallin, Matt. "Visual Effects for Matthew Barney's Cremaster Cycle." Castro Theater, San Francisco, California, 2003

Wallin, Matt. "Visual Effects for Matthew Barney's Cremaster Cycle." California Film Institute, Rafael Film Center, San Rafael, California. Saturday, June 7th 2003

Wallin, Matt. "Digital Effects in Contemporary Art." Solomon R. Guggenheim Museum, New York, NY, April 12, 2003

Panel Discussion: "Cremaster 3: The Process of Making", Solomon R. Guggenheim Museum, New York, NY, February 22, 2003

Membership in Professional Societies

ACM-SIGGRAPH
Full member
http://www.siggraph.org/
Association for Computing Machinery's Special Interest Group on Computer Graphics and Interactive Techniques

Visual Effects Society (VES)
Full member
New York chapter
http://www.visualeffectssociety.com/
The Visual Effects Society (VES) is an international non-profit professional, honorary society, dedicated to advancing the arts, sciences, and applications of visual effects and to improving the welfare

of its members by providing professional enrichment and education, fostering community, and promoting industry recognition.